

Warlords 111 - Darklords Rising

1.02 Update

Additions

BUG FIXES

1.02 is a small patch to fix 2 important bugs in 1.01 (as well as introduce two new minor features)

- 1) Summoned Armies no longer drown over water
- 2) Curse now works correctly
- 3) No more "Super Merc's" can be obtained in cities near shrines

NEW RULES

QUESTS

"Slay Units" quests only accumulate ½ point per unit killed while DEFENDING

RANDOM MAPS

Barracks & Ranger Towers (along with different castles) are now available (50% of the time) in Random Maps.

1.01 Update

Additions

NEW RULES

COMBAT

4hp Fliers are no longer immune to archery

Archers gain a +3 bonus to strength when fighting fliers

Curse now takes place *before* poison/disease/paralysis, which means that blessed units can be cursed AND poisoned in the same combat.

Poison now subtracts up to 2 points from an army's strength, not 1.

Note: Disease is applied before the Banding bonus. This makes 1 Str armies like Peasants and Rats immune to Poison even though their Banding bonus may give them Strength greater than 1.

CUSTOM ARMY SETS

It is now increasingly difficult to put Dragons into a custom set in any location except Ally-4, maybe Ally-3, and maybe one Regular Slot.

Armies which are called forth from summoning spells no longer need to be in your army set.

QUEST REWARD

Rewards of allies & Merc's are now based on production times. You might get 12 turns of production from an Average quest which would be 2 Dragons, 3 Fire Demons, or 4 Griffons. This should reduce the proliferation of Dragons and other powerful allies, which has marred many online games.

MISCELLANEOUS BUG FIXES / FEATURES

Capture the flag items no longer appear in 2 places (on their owner *and* in a ruin!)

A secondary spellcaster in a stack can now cast Teleport on his whole group by using the "Re-group" button on the "Cast Spell" screen.

Produces an optional log file to aid in detection of cheaters (you access this via "Darklord.exe -log")

Miscellaneous combat bugs fixed :

- Warding now works for attackers AND defenders.

- Acid/Lightning getting multiple shots vs assassin and missile troops has been fixed

- Trample "appearing" to do more points of damage than it actually does is fixed

- Invisible armies popping up after a combat is over

Paralyzed troops now get ALL 5 movement points back when blessed

Quest reward stealing bug fixed

Text & data errors in some of the Campaigns fixed

"Speed" now only gives a group 150% movement allowance, not 200%

You can now change a player's details in Email games (from the Email Stat's Dialog)

The Right-Click popup-bonus-display has Slayer Info + Group Warding/Lightning/Acid/Life Drain info.

Right-Click hero-popup (from the stack palette) now lists more abilities & spells (7 instead of 4)

NEW ABILITIES

These abilities are used in conjunction with the hero balancing. Some are in the form of spells, other are buyable abilities.

Group Warding +N - Provides a warding bonus to every army in the stack. Goes no higher than +3.
Life Drain+N - Subtracts from the hit points of every enemy army in combat. As a spell effect, this is +1 for levels 1-8 & +2 for levels 9-10.

Mana Drain - Drains a point of mana income from every other side, adding it to your own.

Questing - Gain double XP from quests

Group Lightning +N - Provides a lightning ability for every unit in the stack

Group Acid+N - Provides an acid ability for every unit in the stack

Necromancy +N - After a successful combat the victor raises some undead (Skeletons, Wights, Wraiths, Undead Beasts, or Undead Dragons) automatically from the battlefield. The number & quality of the creatures depends on the hero's level of Necromancy.

Renown +N - Any hero with Renown, when starting his turn in a city, has a much higher chance of attracting merc's which are better quality & cheaper (depending upon his level of Renown). Note that you must have "Get Mercenaries" enabled to receive this reward.

Shatter - Breaks items within a given radius. The power of the item which can be broken, is dependent upon the level of the caster of the Shatter spell.

Dispel Magic - Dispels spells within a given radius. The affected spells must be on a hero of level less than the level of the caster.

Banish - Dispels any summoned creatures within a given radius. The turn-production-time of the creature to be dispelled must be less than or equal to half the level of the caster.

Slayer - There are 8 slayer abilities, one for each of the following groups of creatures:

Dragonslayer, Demonslayer, Deathslayer, Manslayer, Dwarfslayer, Elfslayer, Gnollslayer.

When a hero has a slayer ability, then EVERY unit in his stack gets a chance to SLAY an enemy of a given type on a successful strike in combat.

Chances are based on the hero's level: 1-4:10%, 5-7:20%, 8-9:30%, 10:40%.

A slayer Item increases this chance by +20%. A slayer Spell increases it by +10/20/30% depending upon the level of the caster.

HERO BALANCING

SHAMAN, ALCHEMIST, THIEF & BARD have been left alone.

PALADIN

Loses: Hits +1, Strength +1, View +2

Gains: Deathslayer (1pt), Group Warding +1 (2pt), Questing (2pt)

Stats: Strength 5, Move 18

BARBARIAN

Loses: Move Bonus, Strength +2, Fear +1

Gains: Demonslayer (2pt), Dragonslayer (3pt), Strength +3 (1pt)

Stats: Strength 6

WARRIOR

Loses: Move Bonus, Strength +1, Hits +1, View +2, Fear +1, Chaos +1

Gains: Renown +1 (1pt) Demonslayer (2pt), Dragonslayer (2pt), Dwarfslayer (2pt), Strength +2 (1pt), Warding +1 (2pt)

Stats: Strength 5, Now has the fastest advancement rate of any hero

GENERAL

Loses: Move Bonus, Strength +1, Fear +1

Gains: Renown +1 (2pt) Gnollslayer (2pt), Siege +1 (2pt)

Stats: Move 18, Faster advancement, More medals for armies who travel with a general

RANGER

Loses: Move Bonus, Hits +1, Strength +1, View +2

Gains: Missiles +3 (2pt), Hits +1 (1pt), Orcslayer (1pt), Group Warding +1 (3pt)

Stats: Strength 5, Move 22

VAMPIRE

Loses: Strength +1, 'Reanimate', Flying (3pt), Assassin +1

Gains: 'Life Drain' (3pt), 'Mana Drain' (3pt), Manslayer (2pt), Flying (1pt)

Stats: Strength 8

PRIEST

Loses: View +2, 'Bravery', 'Augury'

Gains: 'Bless' (2pt), 'Divine Aid' (2pt), Deathslayer (1pt)

Stats: -

SUMMONER

Loses: View +2, 'Terror', Chaos +1 (2pt)

Gains: Demonslayer (1pt), Chaos +1 (1pt), 'Demonic Horde'

Stats: Hits 2

MONK

Loses: Strength +1, Hits +1, Move Bonus, Fear +1

Gains: Manslayer (2 pt), Elfslayer (pt 1), Dwarfslayer (2 pt), 'Critical Strike' (3pt), 'Wrath of Kali' (4pt)

Stats: -

NECROMANCER

Loses: 'Terror', 'Flight'

Gains: Manslayer (1 pt), Necromancy +1 (1 pt)

Stats: Strength 4

WIZARD

Loses: 'Strength', 'Flight', 'Haste', 'Phantom Steed', Hits +1

Gains: 'Chain Lightning' (1pt), 'Dispel Magic' (2pt), 'Banishment' (2pt), 'Teleport' (2pt), 'Shatter' (3pt)

Stats: - (NB: There's also a favorable modification to the 'Heroism' & 'Wall of Force' spells)

SPELL MODIFICATIONS

Heroism: Move +6 (grp), Morale +1, Leadership +1, Hits +2 [6 mana]

Teleport: Now costs 12 mana

Wall of Force: Now costs 3 mana

NEW SPELLS

Bless:	[4 mana] (Priest)	Blesses all units in the stack
Divine Aid:	[9 mana] (Priest)	Summons 1 Archon
Life Drain:	[14 mana] (Vampire)	Reduces all enemy hits by 1
Mana Drain:	[6 mana] (Vampire)	Leech 1 point from every enemy's mana income
Demonic Horde	[20 mana] (Summoner)	Summons a horde of Imps, Hellhounds, Ice & Fire Demons
Critical Strike	[8 mana] (Monk)	Manslayer, Elfslayer, Dwarfslayer, Orcslayer
Wrath of Kali	[10 mana] (Monk)	Group Acid +1, Chaos +1, Assassin +2, Poison +3
Banishment	[10 mana] (Wizard)	Banished summoned armies in an 8 square radius
Shatter	[11 mana] (Wizard)	Shatter items in an 8 square radius
Dispel Magic	[9 mana] (Wizard)	Close down all spells in an 8 square radius
Chain Lightning	[7 mana] (Wizard)	Group Lightning +1

NB: Shatter, & Dispel will affect any items or spells, even friendly ones – EXCEPTING for items and spells which are owned by the Hero casting the Shatter/Dispel spell. Banishment affects all armies, friendly or otherwise, even ones in the current group.

Shatter / Dispel & Banish have an 8 square radius, this radius does not alter for higher level heroes.

ARMY BALANCING

The following changes have been made to armies

Archers:	Cost 40
Archons:	Cost 800
Assassins:	Upkeep 15
Barbarians:	Banding +2, Move 20
Black Dragon:	Cost 2000
Blue Dragon:	Cost 1800
Cave Wyrms:	Siege +2, Hits 4
Dust Wyrms:	Cost 700, Move 20
Elf Cavalry:	Morale +2, Move 32
Elf Infantry:	Dwarfslayer, Move 24
Elf Lords:	Demonslayer, Move 30
Fire Demon:	Cost 1000
Giants:	Cost 400
Goblins:	Banding +2, Cost 5, Move 22, View 6
Heavy Cavalry:	Str 5, Move 24, Cost 200
Hellhounds:	Upkeep 5
Ice Demon:	Cost 600
Knight Lords:	Dragonslayer
Knights:	Group Warding +1
Liche:	Str 8
Light Cavalry:	Str 4, Move 30, Cost 150
Minotaurs:	Chaos +2
Ogres:	Cost 200, Hits 3
Orcs:	Cost 10
Orogs:	Cost 125
Rats:	Banding +6, Cost 10
Reavers:	2 Turns, Move 19, Hits 2
Red Dragon:	Cost 1600
Rock Elemental:	Warding +3
Treants:	Str 6, Move 15
Trolls:	Cost 300